

Matthew Palmer

Aspiring physicist,
computer scientist,
& aerospace enthusiast



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unendingspace



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Technical Skills

Computer-aided Design:	Solidworks
Programming:	C, C#, Python, Scheme, HTML, CSS
Scientific Computing:	Maple
Document Production:	LaTeX, Microsoft Office

Education

University of Waterloo	Fall 2014 - Ongoing
Candidate for BMath - Mathematical Physics and Computer Science	

Activities

Waterloo Baja Team	Fall 2015 - Ongoing
› Active member of a team which designs and races off-road vehicles in SAE-sanctioned events	
› Currently working on design of the engine mount for the team's 2016 vehicle	

Projects

Rocket Drag Race	October 2015
› Coordinated a team to design, build, and race a model rocket in the Waterloo Rocketry Team's annual Rocket Drag Race	
› Gained experience working in a fast-paced design environment	

Tower Ball	October 2015
› Helped create a simple physics game for Android	
› Learned to build apps on the Unity game engine	
› Available for download on the Google Play store	

Volunteer Experience

Scout Leader - 13th Ryerson Scouts	2012-2015
› Helped to design and deliver a quality outdoor program for youth	
› Was awarded the Medal of the Maple for distinguished youth service	